Ice Elly

1 2 2 3 3 3
2 2 3 3 4 4
1 1 1 2 3 3

~~[illegible]~~ Frostbite

If you deal an unblocked hit to a fighter, ~~[illegible]~~. That fighter loses its next turn.

Arctic Wind cannot be disarmed.

When equipped with , select a player. All of his fighters dice are one weaker level until the end of the round.

Blue Arctic Wind x1 — red ice spikes x1 — white snowflake x1 — yellow icicle x3

Metal Elly

2 2 3 3 3 3
2 3 4 4 4 4
2 2 3 3 3 3

~~[illegible]~~ Iron Man

The metal elemental may only be damaged by called shots. Called shots against him get no bonus damage. Cannot be disarmed.

Armored survivor when equipped with the , all incoming attacks are at -2 damage.

W Y R x2 B x2 — Spikes shield — Caltrops — nails

Wood Elly

2 3 3 3 3 4
2 3 3 3 3 3
2 3 3 3 3 4

~~[illegible]~~ Bark

fire or axe attacks deal +1 damage to him. All others are at -1 damage. Cannot be disarmed.

Wrath of the Forest when equipped with , choose a player. Deal 1 unblockable hit to the lowest part of each of his fighters. None of his fighters may block attacks until after their respective turns arrive that round. If they've gone before the wood elly, the next round resets the effect.

white twig x1 — yellow staff x2 — red log x2 — blue wrath x1

Lightning Elly

1 1 2 2 3 3
2 2 3 3 4 4
1 1 2 2 3 3

Overcharge

When equipped with the , any attack of 2 damage or more = +1 attack on another player's fighter adjacent

Static

When has the , any successful attack deals 1 damage to all friends of the target. roll for location.

Fast as Lightning

He always attacks first out of the elementals. Cannot be disarmed.

Yellow bolt x4 — red PIKA! x2

Bandit

1 1 2 2 2 2
2 3 3 3 4 4
1 1 2 2 2 2

Stick-up

When has gun, ~~[illegible]~~ disarming a fighter gets you his weapon. You can't use it, but he can't attack while you have it. If you are disarmed, all stolen weapons go back home.

Dynamite

When has TNT, may pass it to player on left. Player chooses which fighter gets it. On that fighter's turn, he rolls strike die. On a miss it explodes, instakillin' him. On any other result, he passes it on to the next player.

Walrus and Carpenter

1 2 2 2 3 3
2 3 3 3 4 4
1 2 2 2 3 3

1 1 2 2 2 2
2 2 2 3 3 4
1 1 1 2 2 2

Pair

take their actions at the same time when card is drawn

Many Things

Oysters when re-rolled to give +1 HP, then re-arm. When walrus (at beg. of round) has cabbages, the pair goes last of all fighters. When he has crowns, the pair goes first (even before gunslinger).

W Cabbages
Y Shoes, ships, sealing wax
R Kings (crowns)
B oysters

W square, compass, and plumb bob
Y hammer n nails
Y hammer n chisel
Y ax
R gopher saw
B oysters

Jekyll and Hyde

1 2 2 ⟷ 1 1 2
2 3 4 ⟷ 2 3 4
1 1 2 ⟷ 1 2 2

Dual Nature

At Begin of game, roll for parts, ~~[illegible]~~ whichever side gets 2/3 change 3rd result to the other with same HP. Each turn, ~~[illegible]~~ the HP values switch 2-1 or 1-2 for head or legs, 4-2 or 2-4 for body, 3 remains same and the weapon changes red-white or white-red, yellow the same.

Jekyll may heal 1 HP of a friendly fighter for free.

Hyde May deal 1 hit on body part of choice on adjacent fighter for free

If one side uses its power, the other side may not on his next turn in same round

Black Bear - black

Secret Agent - Tan

Tentacle Nightmare - blue

Killer Robot - orange/yellow

Brown Wizard - brown

Black Skeleton - black, red eyes

Revolutionary - mexican

Green Ninja - green

Diamond Golem - clear/white

Purple Witch - Purple

Judge

1 1 2 2 2 2
2 3 3 4 4 5
2 2 3 3 3 3

Brief (white) MS

Exhibit No. 1 (Yellow)

Gavel x3 Red

Contempt of Court may lay cumulative penalties on enemy fighters; viz; loss of ability to attack, to call a shot, to perform first aid, to disarm, to re-arm. If he puts a new fighter under contempt of court the old fighter regains all abilities. Cannot use this power if he is one of two fighters left in the game.

Policeman

1 1 2 2 3 3
2 2 3 3 3 4
1 1 1 2 2 2

Cuffs x1 Blue

Bars x2 Blue

Gun x1 Red

Fist x1 White

Billy club x1 Yellow

When has Bars, Catch 'Em as an action, take an enemy fighter and place it next to your die. Must disarm cop to free prisoner. If a disarm results in a Bars, the disarmer is jailed. If a disarm results in cuffs, the disarmer is cuffed.

Cuff 'Em when has cuffs Select an enemy fighter, it can't attack on its next turn.

Musketeer

1 1 2 2 2 2
2 2 3 3 4 4
1 1 1 2 2 2

Dagger pistol Y x2 broadsword

Rapier R Musket R

Duel

May challenge another fighter to a duel as an action. Starting with the Musketeer, they roll attack dice against each other - all results hit body but miss sees until one is dead or can't be harmed further.

Cactus

1 1 2 2 3 3
2 2 3 3 4 4
2 2 2 2 3 3

W Tumbleweed cow skull

Y Spines x2

R Sun x2

Cactus anatomy: Any fighter who touches (successful hit or disarm) the cactus takes 1 damage on a body part of its choosing. The cactus is only defeated when two of its body parts are destroyed. When it has less than 3 parts, it is considered crippled.

Dwarf

2 2 3 3 3 3
2 3 4 5 5 5

See back for weapons

Tough

the dwarf is not penalized for blocking. head hits head, body and legs hit legs - for called shot, lower part is a body.

Great weapons when equipt w/ great weapons:

+1 hit to all attacks

Ghost buster

1 1 2 2 2 2
2 2 3 3 4 4
1 1 1 2 2 2

Neutron Pannier: any successful, unblocked attack on a ghost is an instant-kill.